

# PERILS OF THE YOUNG KINGDOMS

A thousand years ago a great war between the Dharzi and Melnibone eliminated the ancient race of sorcerers from the Young Kingdoms, and established the Dragon lords as masters of the world. Far to the north of Melnibone, the family of a lesser lord took the caverns of a tall, black island as their home, transforming the former laboratory of a Dharzi sorcerer into a magnificent abode.

Then, the Bright Empire began its inexorable decline, and the caverns were abandoned. Four hundred and fifty years have past, and something dark and vile now inhabits this isle, warping the natural order of living things and twisting their very beings into hideous monsters.

Lord Straasha summons the adventurers to the coast of Tarkesh, bordering the frigid Pale Sea and the unholy domain of forbidden Pan Tang. Visions of bloody waves ceaselessly haunt their dreams, presaging a doom to come should the heroes fail to heed Straasha's urgent call.

## WHAT IS STORMBRINGER?

STORMBRINGER is a roleplaying game in which the players join together to tell a heroic adventure. Under the supervision of one player, who takes the role of gamemaster, you and your friends verbally act out the roles of characters in a story. You will face the same kinds of situations and dangers that Elric, Moonglum, and Dorian Hawkmoon encountered, but this time you are in control and the results depend on **what you decide your characters should do!**

PERILS OF THE YOUNG KINGDOMS provides five independent adventures for the STORMBRINGER roleplaying game. Each of these adventures explores places scattered across the world of the Young Kingdoms, revealing marvelous, mysterious, and treacherous locales such as the Floating Realm, a sargasso sea of ruined ships; the link Machine, an engine of law which slowly mutates the winged Myrrhyn race; and a Chaos Storm, carrying the chaos pack of Queen Xiombarg, which hastens the appearance of the Infinite Cathedral of Gormweller the Cod Seller.



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STORMBRINGER is Chaosium Inc.'s  
trademarked fantasy roleplaying game  
based on the works of Michael Moorcock



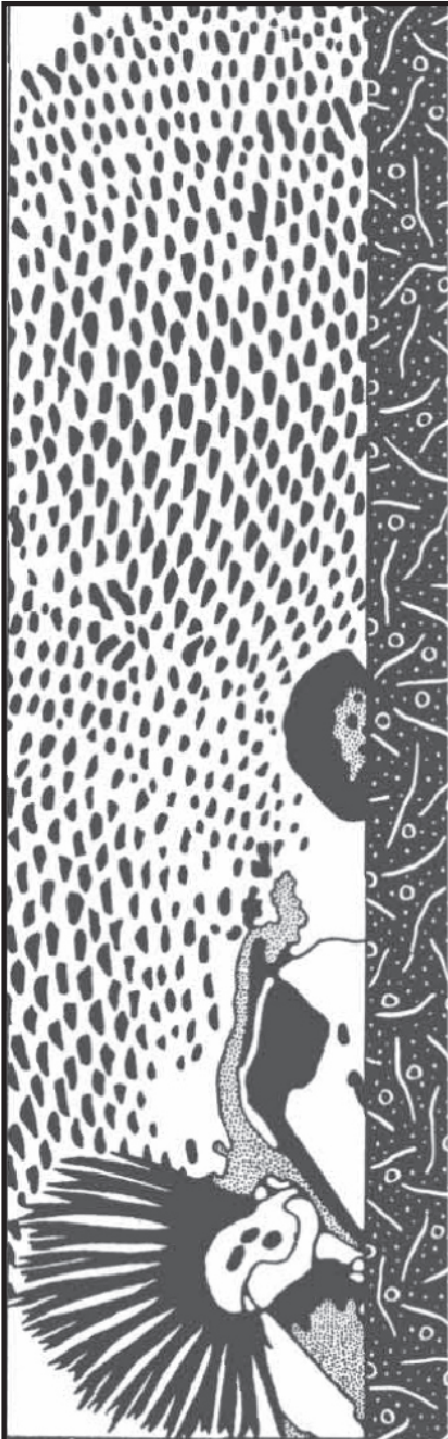
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# Perils of the Young Kingdoms

Supernatural Battles Across  
the World of Elric





"...Just as Elric would fight to preserve the Balance, all unknowing, so too did others wield their might to preserve the plane of the Young Kingdoms, equally blind to their part in the scheme of Fate..."

- The Chronicle of the Black Sword

PERILS OF THE  
**YOUNG  
KINGDOMS**

BY  
FRED BEHRENDT  
GEOFF GILLAN  
NICK HAGGER  
MARK MORRISON  
MIKE SYZMANSKI  
RICHARD WATTS

cover painting **ALAIN GASSNER**  
interior illustrations **GUSTAF BJORKSTEN,**  
**ALAIN GASSNER, KON HERISTANIDIS,**  
**CHRJS JOHNSTON,** and **MARTIN TRENGOVE**  
maps **MARTIN TRENGOVE**

editorial **MARK MORRISON**  
additional editorial, design and layout **LES BROOKS**  
cover design **CHARLIE KRANK**  
copyreading **ANDRE BISHOP** and **ROBERT PALMER**  
useful advice **RICHARD WATTS**



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**Playtesters:** Rhonda Gillan, Cathie Knight, Greg Cech, John Evans, Darren Gore, and numerous doom-laden ones at Necronomicon III.

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**Chaosium Inc., 950-A 56th Street, Oakland, CA 94608, U.S.A.**

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